

# ENGLISH MANUAL

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## **1- CREDITS**

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around the world.

## **2- INTRODUCTION**

Thank you for purchasing **Super Computer Animal Racing Simulation (S.C.A.R.S.)**. This was an ambitious project, but we feel we have succeeded in achieving our goals of providing you with a most enjoyable, challenging and long lasting game. The more you play the more you will discover!

## **3- THE STORY**

3000 AD. The world is no longer controlled by humans, but by nine supercomputers whose superior intelligence long ago surpassed their creators. They have acquired many of the characteristics of humankind, including the emotions of fear, hatred, happiness, even boredom.

To combat their apathy, the supercomputers now entertain themselves with the most honourable and dangerous of human customs: Racing.

Their drive for victory compels them to build super-sophisticated cars that mimic earth's most fearsome creatures. Each vehicle can use ultra-powerful weapons to pulverise opponents on the many diabolically treacherous courses. Humans can only aspire from afar...

As the supercomputers race across world after world, the quest for adrenaline-splashed thrills becomes never-ending. Now victory alone is not enough!

## **4- INSTALLING THE GAME**

Put the S.C.A.R.S. CD in the CD-ROM drive, then wait for the Autorun screen to pop up. If the Autorun option was disabled within Windows, you will need to double-click on the My Computer icon from your Desktop, then on your CD-ROM drive, and then on Autorun.exe. To install the game, click on the Install button, then follow the on-screen instructions.

To play S.C.A.R.S. at optimum, you will need the following drivers to be installed on your machine: Direct X6 runtime, Indeo 4.1 or higher, Glide 2.4 or higher. These drivers are provided on your game CD and you can install them along with S.C.A.R.S.

Please make sure you have the latest drivers for your video card.

The Readme file contains important information that you should read first (especially the Trouble Shooting section). You will find the Readme file at the root of the CD.

## **5- STARTING THE GAME**

To start the game, put your S.C.A.R.S. CD into the CD-ROM drive, then wait for the Autorun screen to pop up. If the Autorun option was disabled within Window, you will need to double-click on the My Computer icon from your Desktop, then on your CD-ROM drive, and then on Autorun.exe.

There are 2 versions of the game, 3Dfx and D3D, depending on the graphics card you are using. Click on the radio button at the bottom left of the Autorun screen in accordance with your graphic card, then click on the Play Button.

You can also start the game by selecting PROGRAMS/UBIVIVID/SCARS from the Start Button, please make sure that your S.C.A.R.S. game CD is in your CD-ROM drive.

In case of a problem, please refer to the trouble-shooting section of the Readme.txt file in the Root Directory of your CD-ROM drive.

## **6- DEFAULT GAME CONTROLS**

Below are the default PC Controller configurations. If you wish to customise the controls to suit your requirements see the Options/Controller menu.

### **Default Keys available for all settings.**

F5 (F6 for 2P)	=	VR
F7 (F8 for 2P)	=	Rear View
F9 (F10 for 2P)	=	Head Lights
Back Space	=	Speed up Fly in (at the beginning of each race)
Arrow Keys	=	Menu control
ESC	=	Back (in the Menus)
		Exit (in game)
Enter	=	Confirm a selection (in the Menus)
		Pause (in game)

The game also supports the following controllers:

### **2 Button Pads / Sticks**

D-pad / Stick	=	Directions (Up = Accelerate, Down + Fire = Fire backwards)
Button 1	=	fire
Button 2	=	jump
Button 1+2	=	Hand break

Additional Keys on Keyboard:

Space = Change Weapons

#### **4 Button Pads / Sticks**

D-pad / Stick	=	Directions (Up = Jump, Down = Reverse)
Button 1	=	Brake
Button 2	=	Swap Weapons
Button 3	=	Accelerate
Button 4	=	Fire

#### **8 Button Pads (MS Sidewinder and Gravis GRiP)**

D-pad	=	Directions (Up = Jump, Down = Reverse)
Button A	=	Brake
Button B	=	Accelerate
Button C	=	Head Lights
Button X	=	Rear View
Button Y	=	Swap Weapons
Button Z	=	VR toggle
Button L	=	Jump
Button R	=	Fire
Start	=	Pause (Sidewinder game pad only)

#### **MS Sidewinder Stick (Force Feedback and normal)**

Stick	=	Directions (Up / Down = analogue Accelerate / Reverse)
Button A	=	Pause
Button B	=	Jump
Button C	=	Head Lights
Button D	=	VR toggle

##### **Stick Buttons:**

Trigger	=	Fire
Button 1	=	Brake
Button 2	=	Change Weapons
Button 3	=	Rear View

#### **Keyboard**

**\* Player 1 in one Player mode or Player 2 in 2 Players Mode if Player 1 is using a joystick/pad.**

Arrow Keys Up/Down	=	Accelerate / Reverse
Arrow Keys Left/Right	=	Directions
Space	=	Brake
Key A	=	Swap Weapons
Key S	=	Jump
Key D	=	Fire
Key E	=	Rear View

**\* Both Players on Keyboard in 2 Player mode:**

**Player 1**

I	=	Accelerate
K	=	Reverse
J	=	Steer Left
L	=	Steer Right
Space	=	Brake
A	=	Head lights
D	=	Swap Weapons
F	=	Jump
V	=	Fire
S	=	Rear View

**Player 2**

Numeric Pad “/”	=	Accelerate
Numeric Pad “8”	=	Reverse
Numeric Pad “7”	=	Steer Left
Numeric Pad “9”	=	Steer Right
“DELETE”	=	Brake
“END”	=	Head lights
“HOME”	=	Swap Weapons
“PAGEUP”	=	Jump
“PAGEDOWN”	=	Fire
“INSERT”	=	Rear View

## **7- MAIN MENU**

### **Player Select**

This screen allows you to select the number of human players that will play the game. 2 players can play simultaneously in a split screen mode. Use the Arrow Keys to highlight the chosen game mode and then press Enter to confirm your selection.

Please note that if you leave the game standing in the S.C.A.R.S. Player Select screen for any length of time an automatic demo will start to run. To stop this press any key then follow the same procedure as before to play the game.

## **8- GAME SELECT MENU**

### **8-1) Grand Prix**

There are 4 Grand Prix Cups (Carbon, Crystal, Diamond and Zenith) plus a Custom Cup.

**Track Order:** In **Carbon, Crystal, Diamond and Zenith Cups**, track order is predetermined.

**Level of difficulty:** Increases as you progress through each Cup. The difficulty level is easy for Carbon Cup, medium for Crystal Cup, hard for Diamond Cup and very hard for Zenith Cup.

### **Race Points**

In championship mode, points are awarded at the end of each race, as follows:

1 <sup>st</sup> position	10 points
2 <sup>nd</sup>	6 points
3 <sup>rd</sup>	4 points
4 <sup>th</sup>	3 points
5 <sup>th</sup>	2 points
6 <sup>th</sup>	1 point

### **Bonuses**

Competitors may also receive 1 bonus point for the following reasons:

- Aggressiveness (causing the most damage to other cars)
- Fastest lap
- Lapping other cars
- Perfect bonus (finishing a race without sustaining any damage)

### **How to Qualify**

If your total points (Race points + bonuses) rank in the first three you can proceed to the next round of the cup.

Thus, a player finishing a race in 4<sup>th</sup> position may still qualify if he receives enough bonus points.

In order to progress through the Cups you have to successfully complete each one in 1<sup>st</sup> position. For example Crystal Cup can only be played if the Carbon Cup was completed in 1<sup>st</sup> position. However, you can still make it to the Podium by finishing the Cup in 2<sup>nd</sup> or 3<sup>rd</sup> position.

**Please note that you can set the speed of the game in the Options to suit your own skill level.**

**Save Game** – Each time you quit the game your current situation will be saved automatically including any completed cups, high scores, lap records, options and configurations.

**Custom Cup** - Here you can set up a season of races. However you will only be able to select tracks featured in the Cups that you have access to. For example, if you have successfully completed the Carbon Cup, you will be able to use tracks from Carbon and Crystal Cups. The difficulty level is automatically set to Medium and the number of laps can be set in the Options Menu from 4 to 8.

<b>Enter</b>	=	Add a track to the list
<b>Esc</b>	=	Delete a track from the list
<b>Arrow Keys Left / Right</b>	=	Change settings

Then select the “**Accept / Back**” option and press **Enter** to Play.

## 8-2) Challenge Mode

This mode is ONLY available in 1 Player mode.

This mode is only available when you have completed a Cup in 1<sup>st</sup> position and here you can race head to head against one other CPU opponent. The CPU opponent, the track, the difficulty levels and the number of laps are automatically set. If you win the Challenge Mode you will gain access to a previously unavailable car.

## 8-3) Time Attack (Ghost Mode)

This is only available in 1 Player mode.

Here you can practice with different cars on different tracks to improve your skills and race times. Each subsequent race on the same track will include your ghost car from the previous race so that you can try to beat your own time. Use the Arrow Keys to highlight the chosen game mode and then press Enter to confirm your selection.

## 8-4) VS Mode

This mode is ONLY available in 2 Player mode.

Here you can race head to head against another player in a split screen race.

## 8-5) Options

- **Settings:** The default options can all be amended to suit your requirements (number of laps, weapons on/off etc).  
Here you can also set the speed of the game to suit your own skill level.
- **NB: Mirror Mode:** Access to this mode can only be achieved once you have successfully completed the first 3 Cups.
- **Controller:** You can change Controller configuration (for joystick/pad) to suit your own taste in this screen
- **Records:** Here you will find all the statistics that have been recorded.
- **Graphics :** Here you can change graphic options (such as resolution,...) to optimise the game for your machine.

## **9- TRACK SELECTION MENU**

This menu is only available if **Custom Cup**, **Time Attack** or **VS mode** are selected.

There are 9 different tracks available in the game (See Tracks) each with a choice of setting: **Day-time, Night-time, Dusk and Rain with fog.**

This, combined with the **Mirror Mode** (see 8-5)Options), gives you a great number of combinations.

Use the Arrow Keys Up/Down to highlight the track you want to choose and use Left/Right to change the settings. Press Enter to add a track to the list.

In **Time Attack** and **VS Mode**, press Enter to confirm your selection.

In **Custom Cup** Mode, use the Arrow Keys Up/Down to highlight the Accept/Back option, then press Enter to confirm your selection.

Please note that you will only be able to select tracks featured in the Cups that you have access to.

## **10- CAR SELECTION MENU**

There are 9 unique cars featured in the game. These are all based on various creatures of the world:

LION L.K.

MAMMOTH 4X4

RHINO ROADSTER

TIGER SHARK

MANTIS V-TWIN

SCORPIO X-2

GT COBRA

CHEETAH V12

PHANTOM PANTHER

Each car has 5 features: **Speed, Acceleration, Grip, Armour and Weapon**

The combination of these characteristics determines the general performance and handling of the cars. You may have to experiment with the different available cars to determine which one suits your driving skills best.

Only 5 out of the 9 cars are available at the very beginning of the game. As you progress, you will be able to win new and more powerful cars (See Challenge Mode)

Use the Arrow Keys Left/Right to highlight the car you want to race with. Press Enter to confirm the selection.



## **11- REPLAY**

The Replay function is available in 1 Player Mode only.

There are 2 Replay modes: Follow Car and Panning Camera.

Arrow Key Up               =     Change Replay Mode

The following functions are only available in Follow Car mode.

Arrow Key Down         =     Change Car to follow  
Arrow Key Left/Right =     Rotate camera around the car  
Space                   =     Reset Camera behind the car  
Enter                   =     Pause/Exit

*Note:* you can also change the View Mode by selecting the **VR Mode Button** in Follow Car mode.

## **12- WEAPONS AND PICKUPS**

The weapons must be picked up from the track by driving over them and will be available to all the cars/players.

You can collect as many weapons as you like throughout the game but you are limited to holding 2 weapons at any one time. The weapons are fired by pressing the **Fire Button**.

Weapons/Pick Ups can be fired immediately or can be charged up first. While the Fire Button is held down the weapon will be charged.

Each weapon will have a different charge up time and the more you charge up your weapon the more powerful it will be.

**Weapons are fired forwards by default but you may launch them backwards, if you push the Arrow Key Down or D-Pad downwards while firing.**

If you just want to race you may switch off the weapons function in the **Options / Settings menu**. The weapons, except for Turbo, are automatically disabled in Time Attack mode.

- **Turbo:** Short burst of speed; up to 4 bursts (depending on the players Car) if not charged or a single very fast burst if fully charged.
- **Magnet:** When launched the magnet will land on the track and create a magnetic pull around it. It will pull the car towards it and hold it for a while. Short charge: short pulling range. Full charge: Long distance pulling range. This weapon can be destroyed by bullets.
- **Seeker:** Long range weapon. It will traverse round the track until it hits the target car in front. A charged one will travel further and target the lead car.

- **Boomerang:** When active it will circle around your car and as soon as there is a car in range it will home-in onto the target and come back to your car. It will have a certain number of hits. The charged one will release 3 small ones each targeting a different car.
- **Time Bomb:** This weapon activates as soon as it is picked up. It will attach itself to your car and explode after the count down has finished! You may try to give it to your opponent car by using the Fire Button before it explodes, but remember, there must be an opponent nearby!
- **Stinger:** This will cause a puncture and put your car out of control for a short while. The charged one has a longer range. This weapon can be destroyed by bullets.
- **Stopper:** It will rebound the cars on impact. The charged one will have a longer range. This weapon can be destroyed by bullets.
- **Round of Bullets:** This will give the player a round of bullets. Use your target sight to aim at the opponent cars. Once hit the target car will be jolted and slowed down. The player can fire up to 4 small or 1 big bullet.
- **Shield:** This is a defensive pick-up. It will shield your car for a while. No charge is required. While the Shield is in use, you cannot fire any weapon.

## **13- TRACKS**

- **Aztec:** A journey into the past for this race in the beautiful remnants of the Aztec civilisation. But you will not have time for sightseeing if you want to finish the race in first position... Experience different road surfaces and adapt quickly to sudden changes in road surface.
- **Island:** This simple track is set in the (almost!) untouched setting of a small island - the last Paradise on earth. Look out for the racing line on the sandy route and you will win the race. Alternative routes could prove useful...!
- **Rally** A lovely countryside track with a huge tarmac road. But some blind turns will require your utmost vigilance! On this road you will have to use your brake, handbrake and acceleration power to find the right balance between the line and speed.
- **Water:** The tribute to Jean-Jacques Cousteau... An immersing track where you might like to spend more time watching the flora and fauna, rather than racing fiercely on a sandy route. A challenging mix of narrow underwater roads with sharp turns, where expert driving skill is required and large "boulevards" where you will be given a huge selection of weapons to pick up and attack or defend with.
- **Ski:** How about some winter sun! Take a riotous race on the fresh snow. This track, set in the mountains, has large roads and many varying levels of difficulty... An easy track for those who like long skid turns a nightmare for those who do not.
- **Canyon:** The poor lonesome cowboy is no longer alone! You will have to be bold defeat your opponents and finish this race in the first position. This deserted landscape

bathed under a burning sun has a multitude of alternative routes. But choose wisely if you want to win.

- **Mountain:** Extra-terrestrial Biological Entities have been located in this area! Do not let the mutant aliens distract you from your main objective. This track begins on a concrete runway, but the main part of the race will be off-road. Watch out for those nasty sharp turns that suddenly creep up on you. Taking the right line is the key to win this race.
- **Blade:** The industrial age reveals its power and its limits. This very treacherous track is set in a dark ancient polluted city. You will be faced with 90-degree turns that will require extreme skill. If you like fresh air and big open spaces you will not be happy here so best to finish this one quickly.
- **Pipe:** This is the most difficult and cunning track. You will only gain access to this elite zone if you prove to be the king of S.C.A.R.S.!!!!

## **14- PRODUCT SUPPORT**

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London SW19 8UX  
Telephone: 0181 944 9000  
Fax: 0181 944 9300

Email: techsupport@ubisoft.co.uk  
(best method)

## **15- WARRANTY**

Ubi Soft Entertainment warrants the purchaser of the original material that the compact disc (CD) supplied with this product will be faultless for a period of normal use.

If the product is found to be defective in any way, call our Hot Line in France on 02.99.08.90.77. Ask for the compulsory agreement number and send the defective software to be exchanged together with this manual, but without its box, to:

Ubi Soft Entertainment Ltd  
Vantage House  
1 Weir Road - Wimbledon  
London SW19 8UX

On a blank sheet of paper, you will need to specify your last name, first name, address, agreement number, date of purchase and the shop in which you made the purchase. You can exchange defective goods at your local dealer.

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